

VISIT...

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Tutor Teaching Tips

The Lost Dutchman (v)

MATERIALS

Leveled reader

Graphic organizer

Game cards

Graphic organizer; Leveled reader

Before Reading



3–5 minutes

BUILD BACKGROUND: Ask: *What do you know about gold mining? What areas of the country were known for their goldmines? Have you heard or read any mystery stories about goldmines?*

PREVIEW THE BOOK: Show the child the covers of the book, and read the title. Ask: *What do you think this book is about?* Open the book to the table of contents and have the child read the headings. Ask what he/she thinks the book is about now.

Have the child look at the illustrations to get more of a sense of what the book is about.

Point out a word in the text, for example, *prospectors* on page 5. Show the child how to find the word in the glossary.

During Reading



10–15 minutes

Ask the child to read pages 4–15 aloud. If the child has difficulty, read the pages together. Then ask the child to read them independently. Have the child work out unfamiliar words by looking at the letters and word parts. Tell the child to think what word makes sense in the sentence. If the child cannot work out the word, tell him/her. Have the child reread the sentence with the word and then continue reading.

After Reading



10–15 minutes

RETELL: Ask the child to retell the part of the story he/she read on pages 4–16. If necessary, prompt by asking: *What else happened?*

GRAPHIC ORGANIZER: Have the child write the names of the characters, and where and when each chapter he/she has read on pages 4–16 takes place. Then have him/her write the main events that have occurred in each chapter. If the child has difficulty, help him/her find the information in the book and read it aloud.

CRITICAL THINKING: Ask the child how he/she thinks the story will end.

VOCABULARY GAME: Spread the cards with words face down on one side of the table and the cards with definitions face down on the other side. Have the child turn over a word card and a definition card. If the words match and the child recognizes they match, he/she gets to keep the cards. If child is incorrect, or if the words do not match, he/she places the cards face down on the table. It's now your turn.

Home Connection

Have the child finish reading the book at home and complete the graphic organizer.

	Chapter 1	Chapter 2	Chapter 3	Chapter 4	Chapter 5
Setting					
Characters					
Story Sequence (what happens in the chapter)					
Author's Purpose					

INSTRUCTIONS: After reading pages 4–16, write the names of the characters, where and when the story takes place, and the important events in each chapter. Finish the chart when you have read the remaining chapters. After reading the book, write what you think the author's purpose for writing the story was.



Game Cards

The Lost Dutchman (V)

very old

small donkey

perfect

torn

entrance

water
container

irritated

to change
direction

to carve
wood

hypnotic

ancient

burro

ideal

tattered

portal

canteen

exasperated

veer

whittle

mesmerizing